

**AMIGA**

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# WORKBENCH

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Number 64

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September 1991

## 1991 AGM Elects Our New Committee



Plus....  
AUG at PC91

**Next AUG Meeting**  
*Sunday, September 15th at 2pm*

(Doors open at 1pm, meeting starts 2pm sharp)

**AUG meetings are held at Victoria College Burwood Campus  
Burwood Highway, Burwood - Melways Map 61 Reference B5.**

Amiga Users Group Inc GPO Box 684E Melbourne 3001 Victoria Australia

Australia's Largest Independent Association of Amiga Owners  
The *Amiga Users Group Inc* has no affiliation with Commodore  
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# AMIGA Users Group Inc.

P.O. Box 684E, Melbourne 3001, Victoria Australia

## Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. We DO NOT condone software piracy. We can be reached via an answering machine at:

527 1995

## Club Meetings

Club meetings are held at 2 pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, September 15th at 2 pm  
Sunday, October 20th at 2 pm  
Sunday November 17th at 2pm

## Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of \$25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for \$25 to: Amiga Users Group, PO Box 684E, Melbourne 3001.

## Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for \$6 each including postage on AUG supplied disks, or \$2 each on your own disks. The group currently holds over 500 volumes, mostly from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

## Member's Discounts

AUG negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offer AUG members 10% discount on computer related books, as does McGills in Elizabeth Street. Kev's Computer Shops in Coburg and Prahran offer 10% of RR items. MVB Croydon and Computer Magic Moonee Ponds offer good deals while MidiMouse offer 10% off all software.

## Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

## The Bulletin Boards

The AUG operates two bulletin boards devoted to the Amiga. Amiga Central is an Amiga 2000 running the Paragon software allowing multi-line conferencing facilities. AmigaLink 1 uses the MAXIMUS message and conferencing system, and is available 24 hours a day. Both can be accessed with a modem and appropriate communications software using the following speeds: Parameters should be set to 8 data bits, 1 stop bit and no parity.

### AmigaLink-1:

792-3918 v21. - 300 v22. - 1200 v22bis. - 2400 v23. - 1200/75

### Amiga Central:

376-3887 v22bis. - 2400 v32. - 9600  
376-6385 v21. - 300 v22. - 1200 v22bis. - 2400  
376-7375 v22bis. - 2400 v32. - 9600

## Production Credits

This month's newsletter was edited by Jim Berry, Lester McClure & Ashley Schwall-Kearney and nikolai as usual was doing something. Equipment and software used was: An A500, an A2000 Pagestream2, Scribble, HP Deskjet and an Apple Laserjet. Betty & Alf Salter make the printing a treat. Workbench is published by The Amiga Users Group Inc. and printed by Kwik Kopy Printing Highett.

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## Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link-1 or Amiga Central in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

## Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

Quarter page \$20  
Half page \$40  
Full page \$70  
Double page spread \$120

These rates are for full-size camera-ready copy or Pagestream2 format only. We have no photographic or typesetting facilities. Absolute deadline for copy is 23 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 684E, Melbourne 3001, Victoria.

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# SADDAM(N) THE VIRUS

A busy time for AUG - the AGM and a new(?) committee, flying the Amiga flag at PC'91 and a new area group. I have had a busy time too. I have been infested with the cursed VIRUS. Two of them in fact. Many disks pass through my A500 while producing this magazine and one of them was carrying the SADDAM virus, eventually lots of them were.

After noticing an increasing number of read/write and disk not validated errors I suspected a virus and began checking with an older version of Zero Virus. Bingo! first try; LAMER virus. I then checked all disks (200+) and found about 20 copies of LAMER. What I didn't know at the time was that I was also infecting every disk that was not write protected, with SADDAM. Damn!

Any disk infected with Saddam is un-validated. When the Amiga finds an unvalidated disk it first checks that disk's 1 directory for a file called disk-validator and if it can't find it on that disk will look for it on the boot disk.

The SADDAM virus disguises itself as the disk-validator. When you place the infected disk in a drive the machine thinks it is unvalidated and searches for the disk-validator (alias SADDAM) which copies itself into memory. It then switches the flags for your other drives and tricks the machine into thinking that they are not validated and copies itself (infects) to those disks too. When SADDAM is in memory any infected disk will appear ok but when your machine is "clean" infected disks will be unvalidated.

SADDAMs' tell tale sign is that it creates an 1 directory and a file in that directory called disk-validator; on each infected disk. If you initialize a blank disk it should only contain trashcan (dir) and trashcan.info. If the directory of a freshly initialized disk contains an 1 directory and a disk-validator within you've got SADDAM; poor soul.

All is not lost. Public domain virus checkers will let you know its there and where possible remove it. I used Virus Checker, VirusX and Zero Virus. Virus Checker was the most successful. There is still some sting in any SADDAM that you have found. The disk is unvalidated and you can read from (infect) but cannot write to it. I used the public domain FixDisk program to re-validate my disks and remove each copy, 67 last count.

Some of the files on the disinfected disks were corrupt but I didn't try too hard to resurrect them as I had other copies or didn't mourn their loss. Virus checker has a separate program called fix saddam which will repair damaged files. Haven't tried that though. All of these programs are available on the BBS or from the PD library.

So no real harm done however I have wasted about two weeks of my spare time. One of the trials of editing Workbench. I only hope the author of Saddam catches a human version of their creation - a pox upon them all.

Ashley Schwall-Kearney

# S.E.A.U.G. (pronounced sea - aug)

## A beginning by Russell Porteous

The South Eastern Amiga Users Group or SEAUG began life this month with its very first meeting held at Cheltenham Hall. This meeting attracted a seventeen strong crowd who made small steps for man and giant leaps for mankind. The meeting was of course a little disorganized and quiet, but as the each of the members relaxed much ground was covered. In future events, the area group hopes to demonstrate various pieces of hardware and software, for the benefit of those who attend.

For the members who did attend the first meeting, we improvised and reviewed the latest version of "Dir Opus Professional" by Jon Potter. This review provided an insight into this great piece of software and convinced many to spend that extra 50.00 dollars to purchase an original.

Another item discussed was a door charge of one dollar. This charge will cover the price of coffee, tea, biscuits and milk. Any remaining door charge money will be directed back into the meeting to allow for a meeting door prize.

It was decided that the meeting will be conducted every second Thursday night at 7:00 at the above mentioned hall. For further details contact Russell Porteous.

Phone: 585 0202.



# PC '91 and Co-ordinators Comment

Co-ordinator's Comment er...PC-91 Pique

by Eric Salter

Agghhrrrr! I've gone and done it again! Well, you've got me as co-ordinator for yet another year. It's not as if I didn't try to cajole some other bunny into doing the job, nobody took the bait.

Those of you who went to the PC-91 exhibition August 11-14, would have been, at various times, bored silly and disappointed. Commodore Australia was not present for one and every company was trying to flog the same thing--33 Mhz 486 with Super VGA and x megabytes of memory, where x is some number larger than the last bloke's. Apple was there showing of their "multimedia" talents with a 24-bit real-time frame grabber, highly reminiscent of a certain Amiga product; their stand was a complete auditorium with VGA colour projector. I stood at the back and watched their very professional display and saw the faces of the hundreds of people they pushed through their stand as they sat in amazement at what technology could do today. Then someone mentioned the price and despite expecting the ball-park figure quoted, I fell down in hysterics.

In one of the unfashionable eastern reaches of the Exhibition buildings was the Amiga Users Group and a dedicated group of Amigans in a 3 x 3 metre box, who volunteered to demonstrate our favorite machine to the hoards who trudged through the show during the four days. Gratuitous numbers of people were crammed into our booth on the Sunday, so much so that they spilled out 3--4 deep into the aisle. Inside, an Amiga 3000 showing the Psygnosis demo of a fighter jet shooting down a missile over a computer-generated fractal landscape all off the hard disk in real-time (all 5.5 Mbytes of it). We had an A2000 running Bars and Pipes Pro demo through a Roland MT-32 sound module and much thanks must go to Norm Christian and Bob Laidlaw for some of the most impressive computer-generated music I've heard in a while (loved the 16' pipes in Toccata and Fugue Bob!).

The drawcard had to be CDTV. A most impressive consumer electronics beast and no doubt destined to become the next yuppie 'must have' item. We had quite a

selection of CDTV titles to show off courtesy of Commodore Melbourne (thanks to Leigh Canet and Tim Oldmeadow who didn't have to help us out, but probably out of pity lent us a few machines lying around the place) but as luck would have it, they needed to take half of them back during the show---they were trying to impress some corporate dignitary with the machine's pizzazz. They didn't get them all back though! Some turkey managed to lift one of the CDs from our stand while we were being crushed by the crowd and the cretin is still probably trying to play "Timeline of Science and Technology" through their CD player. I wonder if that same turkey stole my optical mouse pad? Now he has a mouse pad that doesn't work for normal mice and I have an optical mouse that doesn't work. Same stupidity---must be the same person!

We barely survived Sunday, it was the worst. Monday, that was the worst too. After that, it went into a bit of a decline (sorry, I couldn't resist the quote). Our most commonly encountered questions were "Where's the Commodore stand" followed by "where's the bathroom" and finally "is it I\*M compatible" which shows most people chose the right question, some were just passing and some people were truly brain-dead as evidenced by a family arriving at our stand with their Apple showbag full to overflowing with literature on 20 KVA uninterruptible power supplies. Seriously though, the number of people we met who had come to see a Commodore stand was phenomenal. The knowledge of the Amiga in the general public is astounding. What was more astounding however

was that Commodore did not see it fit to come. Frustrated people therefore complained to us about all things Commodorean. I have given up all hope of Commodore ever having an effective marketing department. "But we had World of Commodore" they said. Arrghrrr!#@\*! How can people be so blind and stupid at the same time?

It was an important show for the Amiga Users Group. We made a statement, we were there and we

were novel; a little rough around the edges, a little disorganised may be but we were there and I think that was the important part. The Amiga is a different machine and we the users are a different breed. Hopefully, we demonstrated this at the show. Thank you to all those who helped out on the stand and during setting up and closing, without you it would have been a flop.

Ohbytheway, there were some great 20 KVA UPS's that we could do a bulk deal on...



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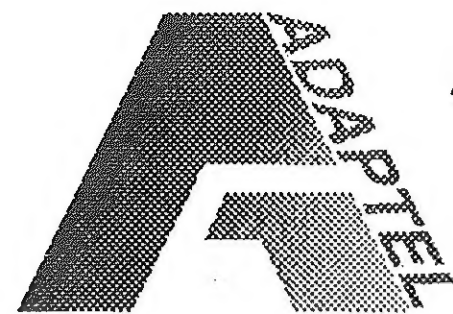
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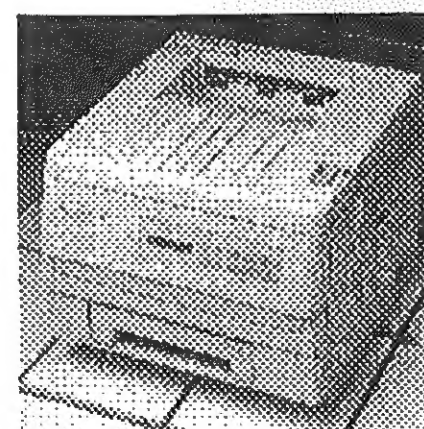
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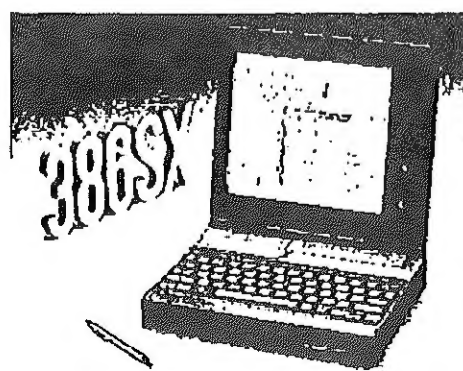
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## TI Notebooks



# CDTV

Review by  
**Blaz Segavac**

The future of entertainment and education is here with  
Commodore's new innovation called Commodore  
Dynamic Total Vision (CDTV).

The CDTV is aimed at the home market since the unit can  
be integrated into any entertainment system, replacing the  
normal CD player and it can be used on a television.

A quick glance at the  
technical specifications  
shows me that the CDTV  
unit is basically an Amiga  
500 with a CD-ROM drive  
built in. So the whole family  
is there (i.e. Agnus, Paula  
and Denise) with 1MB ram  
and 512K ROM, there is  
also 2KB of non-volatile  
system ram.

But the most interesting  
thing is that a Motorola  
68000 microprocessor is  
used. The standard ports  
found on an Amiga are also  
on the CDTV unit plus MIDI  
in and out, keyboard and an  
internal video slot (15 pin  
edge connector DMA slot).  
With a CD-ROM drive on  
board, the unit can play  
normal music CDs like any  
other CD player. The  
graphics and lyrics will be  
displayed if the CD is a  
CD+G format. The sound  
quality is what you expect  
from a normal CD player.  
A CD can hold up to 540MB  
of data which is quite a lot  
compared to the average hard disk drive, having a data  
capacity of about 40MB.

The CDTV unit is controlled via an infra-red remote  
control, with cursor type keys on the left hand side and  
two buttons on the right hand side. The remote control is  
based on the Amiga mouse where the cursor keys move  
the pointer/highlighted area and the two buttons being  
select (left) and menu (right). In various entertainment  
CDs the remote control is based on a joystick where the  
cursor keys are for the movements and two fire buttons.  
There is an optional keyboard, disk drives and printers  
available so the  
CDTV unit can be used like a normal Amiga 500.

With a simple set of controls the CDTV unit is very user  
friendly. It is so user friendly that I picked up the remote  
control and started using it. Changing the CD at first is a  
bit awkward because the CD must be put into a caddy, and  
then the caddy with the CD inside, is inserted into the

CDTV unit. After changing a few CDs it becomes easy;  
to take the CD out of the caddy and then put the other CD  
in. The reason for the caddy is to comply with the  
Sony/Philips type CD-ROM standard and it is just like  
putting a disk in an Amiga 500 since that is what it is  
based on.

When I put a music CD into the unit, I was amazed when  
the CD player control panel appeared on the screen. I  
mean the whole control panel because there is not a full  
control panel on the CDTV unit. Everything is there; the  
control buttons (play, pause, skip etc); programming for  
up to 20 tracks (normal or random selection); track time  
information (from the start of the CD or the track, time  
remaining on the current track or the CD) and there is even  
an index option. The various features are operated by  
moving the highlighting box to the feature you want to use  
and then press the select button, it is as easy as that. The  
control buttons mentioned  
above also appear on the  
front panel of the CDTV unit  
and on the remote control  
unit, so either method can be  
used to control these  
buttons.

CDTV is not merely a CD  
player, it is more since it can  
run a wide selection (about  
100 titles) of application  
software, ranging from  
cooking hints to interactive  
video games to the Holy  
Bible. The various  
applications I have come  
across are World Vista,  
Psycho Killer, Demon of  
Wrath, Sim City,  
Shakespeare's works and the  
Holy Bible. I also came  
across various other  
applications involving  
cooking, gardening, painting  
and even history but I can't  
remember their exact titles.  
Each of the applications I  
have come across was easy  
to use, with the aid of menus  
and a very simple screen  
layout.



Blaz giving his 1,000,000th demo of CDTV

From the variety of applications available, there is no limit  
as to the possibility of the type of titles that can be  
developed for CDTV. With the variety of subjects  
covered, such as geography (World Vista), English  
(Shakespeare's works), Religious Education (Holy Bible)  
and Home Economics, CDTV has its place in the home as  
well in the education sector.

CDTV Rumors: (this for mere speculation)

- Commodore are working on a read/write CD drive.
- Further develop CDTV to be able to show full motion  
video images instead of just video sequences.

and now; its TIME for the conclusion!!!

All I can say is "WOW!!!". With this type of technology  
Commodore have found a new market; one which I  
believe has virtually unlimited possibilities in the home as  
well as in the classroom.



# Jazzbench

A replacment for Workbench !

Reviewed by  
**nikolai**

Recently, I pulled down the alpha 0.8 version of JazzBench, by David Navas, from the Club BBS (i was actually looking for BBS software, but i had read about JazzBench, and was intrigued enough to try it, since 2.0 seems so far away...). 'Alpha 0.8' means 'i've just finished writing it and no-one has tried it out yet'.

Essentially, it is a replacement for WorkBench that allows more features, like true multitasking - that is, when you click on a disk icon, the pointer is freed up immediately, and you can click on another icon while Ami is getting the information from the first device. You can also Iconify a window, reducing it to a titchy little icon in the top-left hand side of the screen, put a backdrop on the screen (in an attempt to look a bit more Mac-like, allegedly - although the result looked so messy that i turned it off). It incorporates Dave Haynie's 'Floppy FastDir' system, and a sort of 'exploding windows' effect (most of these features are configurable, i.e. you can remove them if you don't like them.)

JazzBench consists mainly of about half a dozen programs, each doing their own particular thing; WBSetsup opens the backdrop window, sticks up the menu and starts WBDisk. It also gets the default configuration info from a file called wb:config. WBServer handles all of the message passing, intercepting certain message IDs to allow addition of custom programs to the menu strip. WBInput handles all of the keyboard/mouse input, allowing nifty features like having selected twenty icons, you can deselect the tenth without having to reselect all of them - just do a shift-control-left-mouseclick. WBAudio lets you put your own audio sample in the Workbench (sorry, JazzBench) Screen-BEEP. The standard audio sample of HAL9000 saying "i'm sorry, Dave, i'm afraid i can't do that" is supplied.

The features that you would expect to see (after finding that the regular WorkBench didn't do them) are included: 'MAKE DRAWER', for creating a sub-directory with a default icon; 'EXECUTE', which executes the selected object with IconX. In the Tools menu, there is 'LIBEDIT', which lets you fine-tune things like the number of bytes to copy at one time when going from disk to disk, which commands the various other menu things control, and all of the other features that you would normally have to open a CLI and edit the WB:config file to get at.

Two interesting features: 'SHOW DEVICES' which puts up Icons representing things like PRT:, SER:, CON: and RAW: (presumably so that you can copy stuff to them without needing to open a CLI)... and 'STOP ALL COPYING', obviously very handy! there is an ICONS menu, for things like 'SNAPSHOT' and 'REDRAW' - but it also has 'SHOW TEXT' for displaying the contents of a disk-window in text format, something like the Macintosh (or the MS-DOS Windows 'File manager'), and

'ALPHABETIZE' for re-arranging the order of the text display. 'PUT AWAY' will do just that, put away an icon that has been dragged from a disk window onto the JazzBench desktop. 'CYCLE COLORS' cycles the colour of the backdrop, through the orange, white, blue and black colours. following this menu is a 'TOOLS' menu, where you can (allegedly) put your own things like DME, CygnusED, DeluxePaint or whatever.

The author bravely admits that JazzBench doesn't like the AmigaDOS 1.2 Ram Disk (and suggests that the user gets 1.3), also that 'RENAME' does not return the correct error code. Big deal. the dude mainly responsible for this program is:

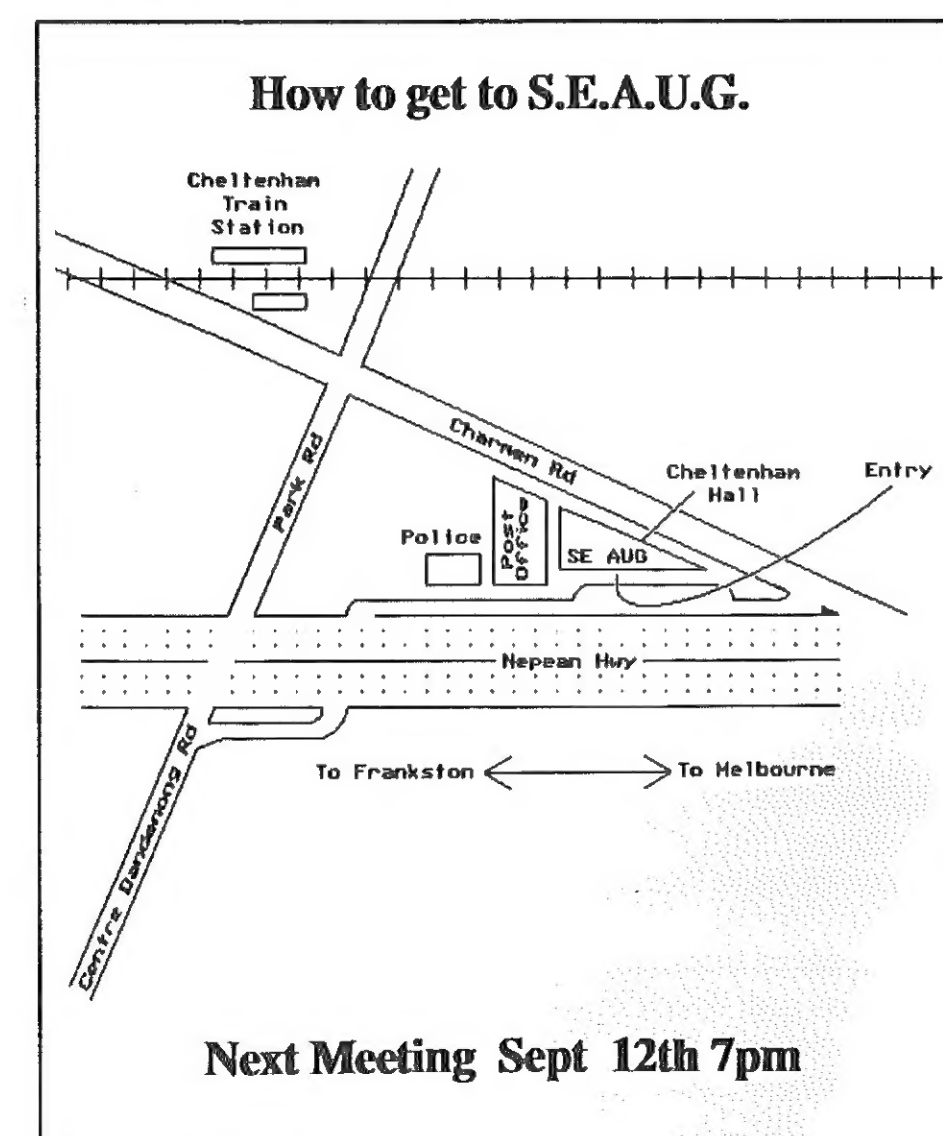
David Navas 1918 Hackett Ave. Mt. View, CA 94043 (415) 967-2382 (voice only -- unless some kind gent wants to donate a modem...)

I have also noticed that when dragging icons around in this environment, you can see the desktop and the other icons through the 'transparent' colour of the icons... you can drag the icons below the bottom and far to the right of the edges of the screen, so if you aren't careful, you can lose them altogether!

Things that i wasn't impressed with: it doesn't detach from the CLI that it starts from, so even if you do have this wunnerful WIMP interface, you will always have that nagging little window there... if you 'RUNBACK' it, or even 'RUNBACK C:EXECUTE' a script with the Jazzbench WBSetsup command in it, the machine Gurus. It also Gurus if you edit the Config file to alter the user-selectable tools in the 'TOOLS' menu. maybe i should read the documentation! and, it may be my imagination, but the screen updates seem just a tad slower.

if anyone has a more recent version, i'd be grateful to hear from you...

nikolai alekseivitch sergi kingsley  
piotr lavrenti pavel (predator saint)



## From the BBS

From Keith Alan Campbell : College of Engineering, University of Arkansas, Fayetteville

*A friend of mine just had TWO AdSpeed accelerators turn out to be defective. According to the company, the company that manufactures the accelerator mistabled the ATARI ST version to be the Amiga version, which causes the accelerator to die randomly and quickly after a successful boot.*

AND.....

*I was told that there is a problem with the revision 6. motherboards. What is the problem and what revisions does it include?*

With the release of the new Angus chip (8372) that supports 1MB of chip RAM. It has come to our attention that some expansion boards do not work as reliably in some REV 6 motherboards as in previous REVS. REV 6.2 motherboards correct this condition.

The above statement was issued by West Chester Engineering October 4, 1989. The following two Amiga Service Bulletins (27/3-2.1 and 27/3-3.1) detail the procedures for field service.

## Letter to the Editor

Dear Ed,

As a subscriber to the Amazing Computing magazine I have seen many amiga related hardware and software offers for Amiga users in the United States, Germany, England and Canada. Some of these offers are truly great, but none seem as good as the offer by Commodore itself. The offer I refer to is the "Power Up" offer which allows any Commodore computer owner to "Power Up" to an Amiga 3000 by simply returning the front cover of the manual supplied with the computer. This offer reduces the price of an Amiga 3000 by a huge \$1500. If these offers exist, why do we as Amiga users miss out? I believe if every interested user sent just one letter to Commodore asking about this offer then we all may benefit from the pressure this would no doubt create!

Russell Porteous.

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## Game Review

# Armour-Geddon.

by Steve Koren

A very good 3d filled polygon game with a few flaws which keep it from being a great game. If you like simulations this is worth it.

Armour-Geddon is a series of linked vehicle simulators. There are simulators for Heavy Tanks, Light Tanks, Hovercraft, Helicopters, Fighters, and Bombers. You move around in a 3d filled polygon world which is fairly large.

The basic goal is to collect 5 pieces of a neutron bomb which you then use to destroy a hardened enemy bunker. This is not as straightforward as it might at first seem. This enemy is trying to create a laser, and they will certainly do this before you can obtain all the bomb pieces. To slow them down, you need to destroy parts of their power grid.

You have a supply of scientists, who design things, and engineers, who build things. There is perhaps 20 or so different useful gadgets you can build (vehicles, various types of weapons, fuel tanks, etc). You can allocate scientists and engineers to whichever items you feel are important. You have enough scientists but there are never enough engineers to build all the things you want.

Once you build some basic supplies, you can go out and destroy some of the enemy's hardware. There are six vehicles which you can control at once, in theory. In practice, you can't control nearly that many (unless perhaps you play in two player mode). The practical limit is around two, or one when you are just learning. You can switch from one vehicle to another with a single keystroke. The old vehicle goes on auto-pilot, and either heads towards a set waypoint, or circles.

You pick the vehicle you want to control, and equip it with various gadgets. All the vehicle types have a nearly identical cockpit layout which makes it easy to get used to them. Some of the controls are also the same, but they behave quite differently (as you'd expect). My favorite weapons are missiles (guided) and rockets (unguided). You first look at the map, set a waypoint to your target location, and pilot your chosen vehicle to that point. Then you shoot things. The world is a "target rich environment" :-)

You can just blow up things at random, but to get very far you have to develop a strategy. You need to pick up bomb pieces with the heavy tank, but most of them are beyond the range of this tank. Therefore, you need to use a teleport pod, which allows you to move around quickly. To get a teleport pod near the bomb piece. You must drop it off with the bomber, but the bomber is a big cumbersome thing which is likely to be shot down quickly. So the first

task is to fly a few "defense suppression" missions with the fighter or copter, trying to cool things off enough to get the bomber in. The fighter gets there faster and is less prone to attacks by enemy fighters and helicopters. The helicopter can fire rockets, lasers, or gun rounds. Fired rounds obey the laws of physics (they travel in a trajectory depending on the gun elevation). This makes it hard to hit things far away, but opens up the possibility of firing over hills and obstructions. (It should be possible in 2 player mode to fire over a mountain with the tank, and have your friend in a helicopter be a spotter for the rounds to tell you where to aim next).

Each of the simulators is "moderately realistic". The flight sim, for example, is not on the level of a dedicated simulator such as Falcon, but it is reasonably realistic. Altitude, weight, etc all have effects on flight dynamics. In fact, sometimes in the helicopter you can sustain engine damage which doesn't leave enough power to maintain altitude. When this happens, sometimes you can recover by releasing all weapons to become lighter.

Vehicles have "shields" which have an adjustable recharge rate. High recharge rates will drain fuel supply very quickly.

The game itself is has on-disk copy protection. This is obnoxious. I'd much rather see manual keyword lookup protection. On my system I need to run a program which enables the faster 32 bit memory on my 68030 card. I can't do this with the current game, since it requires me to reboot. Thus it runs in 16 bit memory several times slower than it has to on my system. (However, this is still fast enough to be quite enjoyable). The game will run on fast processors and with fat agnuses. I do not know about 2.0 or 3000s. Sound effects are good both when you are inside the vehicle and when you are in your home base.

The game is also somewhat difficult. Early in the learning curve, it is hard to pilot a vehicle and have it remain alive for more than a minute or two. You get better at this over time. Landing aircraft is never easy. I can land the fighter around 50 to 75% of the time. Landing the helicopter is easy, but getting it to land where you want is not so easy. Landing the hovercraft is not an issue since its always near the ground, but driving it is hard. If you move north at 100 knots, and turn the vehicle pointing west, you still move north. (One would expect a real hovercraft to do this too).

There are slightly too many bad guys to really cope with in single player mode. I've never tried dual player mode, but I suspect it would be easier. (Both players work together on one team). With two people, you can have one person fly the bomber and the other a fighter escort, or similarly for the tank and a helicopter. Good teamwork could be important as it is possible to shoot your teammate if you are not careful. You can only play this with a null modem cable (you can't use a modem).

Games can last a long time. I have played it far enough to get the first bomb piece, and that takes 1 to 2 hours of real time. You can save games in progress.

In my opinion, enemies are encountered with unusual frequency, which causes the average vehicle lifetime to be quite short. It is not unusual for many of your vehicles to never make it back to base. I would prefer to see a model more similar to the old "Arctic fox" game where battles are serious but spaced wider apart and sometimes best avoided altogether. This makes strategy more useful and avoids the

usual "blast-fest" genre. (Arctic Fox, although it had very slow animation, was unusually well done from this standpoint. It dates to 85, but is worth it to obtain if you can). The enemy encounter frequency in a game such as Falcon is much more enjoyable.

The documentation is sparse. Many details are omitted and you have to just try things to find them out. For example, you need various resources (types of metals, etc) to build equipment. You start out with some, but you will need to acquire more along the way. The manual just hints at how to do this, and doesn't really mention the details. I don't quite understand this aspect even now.

I hope that Psygnosis brings out an upgrade with the following features:

- \* Variable play levels. At easier levels there would be fewer enemies. This seems like it would be quite easy to do.

- \* A map editor. The existing world is pretty big, but the ability to make your own worlds would be a lot of fun and extend the lifetime of the game. One could also create easier or harder worlds. Different objectives than the bomb scenario would also be fun. The map editor could even be a separate product for Psygnosis. I'd buy one.

- \* A training mode where you can pilot vehicles without interference from the enemy. There is a training mode now, but you can still get shot with annoying frequency, which makes it hard to learn to operate the vehicles.

- \* Ships with a larger fuel supply. They run out quite quickly. Using low shield recharge rates can help quite a bit here, but most of the ground vehicles still run out rapidly.

- \* The ability to switch between vehicles is quite nice, but only has a limited usefulness. The problem is that as soon as you move to another vehicle, the first, no longer taking evasive action or returning fire, succumbs to hostile fire within about 30 seconds. (Sometimes less than that). Many times I have left a helicopter hovering, switched to another vehicle, and found that an enemy helicopter promptly started to pump several laser bursts per second into my helicopter. It naturally doesn't last long under that sort of treatment. I think that providing areas which have friendly anti-aircraft systems would provide safe places to park your vehicles when you're not running them. At the very least, there should be some sort of on-screen icon which indicates which of your deployed vehicles is currently under attack.

This game is available for approximately \$35 to \$40 retail, or \$26 mail order. It is well worth it. The documentation implies there are versions available in both English and a few of the more common European languages.

On a scale of 1 (worst) to 10 (best), I'd give this game a solid 8. It'd be higher with the addition of the few changes I've mentioned above.

.....thanks to Steve Koren for this review and to Allan Duncan who downloaded the review from our bulletin board and contacted the author for permission to print it in Workbench.

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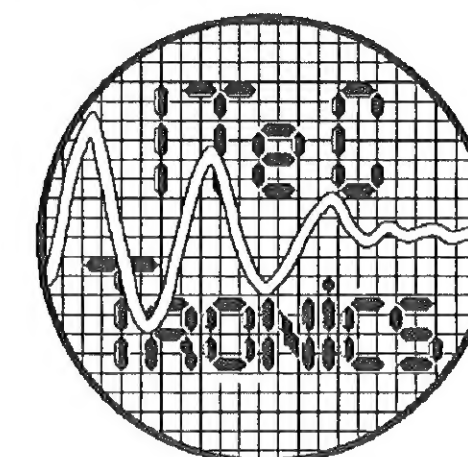
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# Q and A

## Some Questions submitted by P. Woodward

1: I have an A1000 and want to know if WB2.0 will actually run on it. I was told by someone that WB2.0 will not run without 1 meg (minimum) CHIP RAM or the Enhanced Chip Set.

*At this stage WB2.0 has not been officially released by Commodore and they have not indicated clearly whether the A1000 will be supported in the final release. It is possible to run some of the pre-release (developers) versions of WB2.0 on an A1000 however there are some limitations. The machine does not need 1 MByte of chip memory or the enhanced chip set but must have at least 512KBytes of expansion memory for the bigger Kickstart, a special utility (like ZKick) must be used to locate the Kickstart correctly in memory.*

2: I have one of A MEGA RAM Expansion boards which were made by the club. All was running perfectly well until I upgraded to WB1.3, at which point my clock stopped working. When the clock is read it is about 6 weeks behind. The programs used are SetClock0 and ReadClock0 as the normal commands do not acknowledge the existence of the clock - (returns message 'Battery backed up clock not found'). These programs worked under WB1.2 but do not work under WB1.3. Any ideas why ??.

*There should not be any problem running the clock in your memory expansion board under WB1.3. The standard procedure with this board is to set the system clock using the AmigaDOS 'DATE' command then save to the hardware clock with 'SetClockEO'. The 'ReadClockEO' command can then be used in your startup-sequence to set the system clock each time you re-boot. If you continue to have trouble contact Lester McClure (803 5664) who has volunteered to help support this club project.*

3: I am using the Modula-2 demo system from Fish Disk 113 due to the fact I can't afford to buy a full version and was wondering if anyone could supply a list of the available procedures within the compiled modules under this demo system. It says there are only a few supplied but does not mention which ones are there.

I have gone thru the programs on the disk and made a list of those used in the programs, but is this all there is. I certainly have no way of knowing.

How can you write anything useful if you don't know where to IMPORT the procedures from.

I am using a book called Modula-2: A Seafarers Guide and Shipyard Manual by Edward Joyce. A very useful book which I would recommend if you want to learn Modula-2.

Does anyone know of any other books on Modula-2 which are available. Is there one specifically for the Amiga. Any help in these matters would be appreciated.

*We have published this question partly in the hope of reviving interest in Modula-2. There was a regular SIG operating at one time and there has been considerable interest over the years on the BBS. Perhaps you or others may wish to start a Modula-2 area on Amiga central. We suggest the BBS is a good way for contacts like this to be established.*

4: Can anyone recommend a good replacement mouse as mine refuses to respond to the left button being pressed unless you hit it. Or is there some way to repair this rotten rat. I have tried cleaning it but it doesn't make any difference.

*A number of mouse alternatives are available and an optical mouse was reviewed in Nov.90 Workbench. With any mouse it is important that the buttons be 'micro-switch' type for long term reliability. At one stage a replacement button kit was available for around \$15 - check with our purchasing officer whose number is on our help page.*

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### Volume One



### Volume Two



## '91 AGM

### by Russell Porteous

The scene was set for yet another years election for the Amiga Users Group. There was not as many people as expected however the meeting rolled on as planned.

As per the clubs constitution, The AGM began with a report by each of the outgoing committee. The status of the club appeared fine however, the road to the future appeared a little rocky. With the formalities aside, the most exciting event was still to come, the Election. As the constitution states, the election begins with the coordinator declaring all positions vacant. At this point there was, as in previous years, a change to the election process. This change consisted of nominations for committee positions from the meeting floor except for the positions of treasurer and one general committee position, as these positions were taken by postal nominations.

The nominations by general members of committee positions began slowly with an emphasis on previously elected members. This also was a little disappointing as it indicates little interest by prospective committee members. As the elections gained pace, the dominoes fell into place and a new committee was formed.



## 1991 AGM

With the main event over, there was some Q + A then the group sat back relaxed and watched a video demonstrating the Video Toaster by NewTek. This explored the amazing area of Amiga Video and some of the fantastic effects generated by the Video Toaster.

In the second hall, a group of keen club members discussed the future prospect of a second area SIG (Special Interest Group) on the same lines as the NWAUG. There were many questions and problems associated with this idea but with the help of the members, the idea will take off.

The meeting went as expected however it was noted just after tea break that someone had attempted to steal a piece of media belonging to Software Buyers Service. It should be noted that this is a voluntary club and any assistance or good will to members is basically donated at no cost and therefore should not be taken advantage of or abused.

At the end of another meeting there was the usual chatter and networking between friends which lasted until around 5:30 - 6:00 pm.



## SIGS

## ART SIG

by John Barlow

The ART SIG held on 20rd August was attended by 9 members. There were 2 computers available and these were kept busy looking at various people's work and a few new programs.

A demo version of Deluxe Paint IV from a magazine was tried and it seems to be a very impressive program. Improvements looked at were, more features in the animation department such as onion skinning (show through of previous frames with reducing strength), ham (at last) and many more. This program will almost certainly be the subject for many more Art SIG discussions.

Another interesting demonstration was shown by Len Heitman. Len had taken some pictures from the Voyager space probe and reprocessed them through Vista. The results were spectacular to say the least. The landscape shown in the original pictures could be viewed from many different angles, even from near ground level, with real mountains standing up in front of the observer.

The next Art SIG will be at 7.30 pm on Tuesday, 17th September at Aspendale. All members interested in any form of Amiga graphics or animation are welcome to attend, and don't forget to bring programs or work you would like to show, demonstrate or would like help with. You don't need to be an expert to attend. Please notify me, John Barlow on 551-4760 or see me at the next meeting, if you intend coming.

## MUSIC SIG.

by Norm Christian.

Held at Norm's place on Monday, 26th August, this meeting was slightly more satisfactory than the last from the point of view of attendance, with 5 members present.

Bars and Pipes was the subject of the evening and was looked into fairly thoroughly, although it must be conceded that to do so properly would take many, many hours of concentrated endeavour. To this end it is probable that future SIGs will continue to look at this fascinating and extremely powerful program.

One of the projects was to import a file from DMCS. Joan Wood had kindly brought along some of her efforts, and we were able to multi-task DMCS, load a file, re-save as SMUS, and then load it directly into B&P using the accessory "Smoose". (By the way, the authors of this program seems too fond of puns! Their icon for "accessory" is XSRE.)

Next meeting will again be at Keysborough at 7.30 pm on Monday, 23rd September. We would be very pleased to see some new faces, especially if those members have any knowledge of B&P. Don't forget to bring some blank disks, as we have a large library of music files, which you

## PD Review

## DRAWMAP

Reviewed by

Rob Pemberton

If there has been any noticable gap in the range of public domain software then it probably exists in the "educational" area.

How many times have the children scoured the house for non-existing tracing paper when a school project or whatever has called for a realistic rendering of some part of the earth's surface?

Well as usual the answer lies within the Fred Fish collection in a deceptively simple graphic program called "DRAWMAP", which does exactly what it says. The program (version 2.25 or 2.30d depending on which part of the documentation you read) loads up a blank menu screen in 4-color hi-res mode and away you go.

Its PROJECT menu will allow representation in either map or spherical mode. In map mode you can choose normal or mercator plotting, and with the box option you can zoom into any part of the earth for mapping. In spherical mode you simply nominate a centre point and the map will then wrap around a globe shape as seen from space (with stars as well!). Selecting the orbital option will allow you to zoom into (and out of) any part of the globe in steps ranging from infinity to 75km above the surface.

Of course you can print out any of these screens on your printer selected in the prefs drawer on boot up, and you also have the facility to save any map as an IFF graphic file (for later tweaking in DPaint etc.). Selecting the grid option will superimpose longitude & latitude reference lines.

In the EDIT menu you will find further customizing features - an option to fill in land masses with a "flood" tool, a "palette" command to change the default colors, the ability to enter text captions anywhere on the screen, and even a small "drawline" tool to mark a place, sketch some geographical areas or even discover a new island south-east of Victoria!

A special feature is the "shadow" addition which creates a dropshadow effect where the land masses meet the water areas. This proved to be a great advantage when printing out in black & white.

The authors have even included on-line help documentation, but the program is so user-f' this proves unnecessary - which is just as well seeing as most of the help screen is written in German!

All-in-all a highly useful and interesting program, even if you don't have any school projects immediatley on the agenda, and to top it off it's FREEWARE. You can find DRAWMAP on Fish Disk 485 along with a nifty little card game of spades - available now from your friendly AUG Disk Librarian.

## Public Domain Fred Fish 511-525

## Fish Disk #511

## Connex

A "connect-4" type game. Version 4.0, an update to version 3.8 on disk 493. Shareware, binary only. Author: Adrian Millett

## DirWork

A fast, small, simple, efficient, shareware DirUtility that gets directories off floppies in about half the normal time. Configurable options and buttons, as well as all the usual features. This is Version 1.31, an update to version 1.30 on disk 508. Shareware. Binary only. Author: Chris Hames

## Less

A text file reader, descended from Unix "Less." Less has features found on no other Amiga file reader; it can use pipes, accepts multiple filenames, and has many convenient positioning commands for forward and backward movement, marking positions, etc. This version runs on all Amigas, under any screen resolution and font, and uses the full 8-bit character set. Other improvements include seaches using regular expressions, multiple file selection from Workbench, and resident operation. This is version 1.4Z, an update to version 1.3 on disk 149. Includes source. Author: Ray Zarlign et. al.

## OneKey

A 1.3/2.0 compatible input handler for people who can only press (or cause to be pressed) one keyboard key at a time. OneKey gathers individually pressed qualifier keys (shift, alt, control, etc) and then applies them to the next non-qualifier key that is pressed. Version 36.11, includes source. Author: Carolyn Schepppner

## PCQ

An update to PCQ from disk 503. This is only a partial distribution and includes just the compiler main pass, the documentation, and a ReadMe file. You need the distribution from disk 503 to use this material. This update is version 1.2b. Author: Patrick Quaid

## Solitaire

A shareware solitaire game, known widely as Klondike. The rules can be varied, and there are five different ways of working through the deck. Also includes a palette requester to fine tune the colors to your liking and a save-setup function that remembers how all the options are set. This is version 1.8, binary only. Author: Gaylan Wallis

## Fish Disk #512

## Csh

Replacement for the Amiga shell, similar to UNIX csh. Features include over 100 built in commands, 70 functions, new system variables, file name completion, freely programmable command line editing, file classes, auto cd, lazy cd, intuition menus for the shell window, automatic RX-ing, local variables, \$( ), statement blocks, high speed, plus much more. This is version 5.15, an update to version 4.02 on disk 458. Includes source. Author: U. Dominik Mueller, C. Borreo, S. Drew, M. Dillon

## FlipIt

Possibly the strongest Reversi/Othello type game available. Shareware, binary only. Author: Adrian Millett

## M2Pascal

A simple Modula-2 to Pascal translator. You can write simple programs on your Amiga using one of the available Modula-2 compilers, and then use this translator to generate Pascal source for export to other systems with Pascal compilers. Version 1.0, includes source in Modula-2. Author: Greg Mumm

## Solitaire

Yet another solitaire game. Nicely done with good graphics and sound. Shareware. Author: Pat Clark

## Fish Disk #513

## NewList

A powerful LIST command. Supports many features including sorts, character filters, case sensitivity, most options offered by LIST, date construction, UNIX wildcards, and much more. Sort routines are very fast and memory usage is minimal. Version 5.0a, an update to version 5.0 on disk 501. New features include recursion, hunt mode, custom formatting, multiple paths, paging, and much much more. Binary only. Author: Phil Dietz

## DKBTrace

A freely distributable raytrace program that takes a text description of a 3D scene and renders it to a 24-bit file which may be converted to HAM or viewed on a 24-bit card. Features sophisticated textures, constructive solid geometry, and various graphics primitives such as quadrics (cones, cylinders, etc.), spheres, planes, triangles, smooth triangles, and quartics (donuts, etc.) Also included are many sample data files and many utilities for creating new data files and for post-processing the output files. Source and executables are included. Because of its size, the distribution has been split onto two disks. Disk 513 contains the raytracer and disk 514 contains the utilities. This is version 2.12, an update to version 2.0 on disk 397. Author: David Buck

## Fish Disk #514

## DKBTrace

Utilities for DKBTrace. See listing of Disk #513 above.

## GearCalc

A bicycle gear ratio calculator. Version 2.0, binary only. Author: Ed Bacon

## S220to8SVX

Converts sound samples from a Roland S-220/S-10/MKS-100 to 8SVX IFF 8-bit samples. Version 1.4 an update to version 1.0 on disk 286. New features include volume-adjust and start-endpoint setting. Includes source in assembler. Author: Dieter Bruns

## TLog

An intuition based program that records statistics to monitor athletic training progress. Maintains a daily record of distance, time, heart rate, weight and temperature. Links a text file with the record for a free form diary. The AREXX commands provide the basis for generating custom reports from the data base. Sample script allows TLog to automatically get to a scheduler to post reminders of upcoming events. Version 1.0, shareware binary only. Author: Ed Bacon

## Fish Disk #515

## CheckBook

Checkbook Accountant is a checkbook recording, balancing, budgeting, and analyzing program. Intended to be used as a companion to a checkbook register and not as a replacement, this program offers a simple way of balancing checkbooks, tracking bank transactions, and recording and analyzing budgeted transactions. This is Version 2.0, an update to version 0.9 on disk 425. Some of the new features include: Sort, Move, Duplicate, Program Prefs, Reoccurring Transaction Groups, Statistics, and Search & Replace. AmigaDOS 1.3 or Release 2 required. Binary only. Author: Jeffrey R. Almasol

## D110EdDemo

Demo version of an editor for Roland D-110. Bulk dump is available. Edited parameters are not submitted to Roland D-110. Author: Dieter Bruns

Listings continue overleaf .....



## More Fish

### Disk # 515 continued.....

#### PP

Powerpacker patcher is a small tool that patches the DOS library so that PowerPacker datafiles will start acting as if they were "normal" files. Sample use of PP would be to crunch all your .info files. They will still retain their functionality as long as PP is installed, and WB will never know the difference. Icons are useful, but take up a lot of valuable disk space. You may also use any text viewer or editor you desire directly on Powerpacker files! Version 1.0, shareware, includes source. Author: Michael Berg

#### SetCCOPTS

Easily deals with the MANX 'CCOPTS' environment variable. You can store settings to disk. Has a complete intuition interface. This is version 1.00, binary only. Author: Stephan Flother

### Fish Disk #516

#### Enigma

An interactive animation object that can be viewed as a puzzle or a game object. The Enigma! Machine can be programed by the user to generate text. Part of the challenge is to discover how to program it to generate meaningful output. Version 1.00, binary only. Author: Martin C. Kees

### Disk # 516

#### Loom

Simulation of an eight harness loom. Supports 15 colors for warp and weft threads. Scalable display. Patterns created can be printed in draft format or saved as IFF files. Version 1.00, binary only. Author: Martin C. Kees

#### PhoneGram

Generates text from phone numbers. Attempts to find all three and four letter words encoded by any phone number. Graphic keypad display with sound. Version 1.01, binary only. Author: Martin C. Kees

#### Quotes

Pseudo-random quote generator. Scans a specified file of quotes picks one at random, and displays it. Great for startup-sequences. CLI-only. Version 1.0, includes source. Author: Adam Evans

#### RexxView

Monitors messages sent to the REXX port. Messages are described by task, action code and modifiers, and the contents of arg0 slot is displayed. CLI utility to monitor the REXX IPC hub for Arexx programmers and interfacers. Version 1.01, includes JForth source. Author: Martin C. Kees

#### XI

Demo version of a single bit-plane cel animation generator. Uses an onion-skin display to rough in an animation sequence. Has a large ARExx command set, multiple precision bezier curves and splines, scalable and rotatable polygons, brush support with blitter logic, turtle graphics and macro key definitions. Requires req.library (Fox/Dawson). Non-saving demo version, binary only. Author: Martin C. Kees

### Fish Disk #517

#### Aequipot

A program that renders multicolor pictures using an algorithm based on electrostatic effects. Renders in low-res, in high-res, and in two speed/quality modes. Includes both PAL and NTSC versions, English and German docs. This is version 1.15, an update to version 1.06 on disk 474. Now supports saving pictures in IFF-ILBM format and animation rendering via script files. Freeware, includes source in PCQ. Author: Juergen Matern

#### AmiBack

Demo version of a new backup utility. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), no copy

protection, configuration files, complete backups, incremental backups, selective backups, file exclusion filter, setting of archive bit, etc. Demo version does not have restore, compare, or scheduler. Version 1.04, an update to version 1.03 on disk 493. Binary only. Author: MoonLighter Software

#### CWToy

A program like Say or SpeechToy that allows your Amiga to communicate in International Morse Code. A lot of nice features for code practice or with a simple hardware interface even useful as a keyboard program for your transmitter. Version 1.0, includes source in C. Author: Rob Frohne

#### Hex

A file-based binary file editor with lots of features. Version 1.0, shareware, binary only. Author: Nicola Salmoria  
RussianFonts Russian Fonts ranging from 13 points to 31 points. Author: Daniel Amor

#### Spliner

A spline screen blanker commodity, derived from the spline code extracted from Tom Rokicki's Mackie and encapsulated into a standard AmigaDOS 2.0 commodity. Binary only. Author: Tom Rokicki, Sebastiano Vigna

### Fish Disk #518

#### AmiDock

AmiDock is an Amiga version of the NeXT's Dock facility. It will open up a small window on your WorkBench full of little IFF brushes. Each brush represents an application, like an ICON, but it's a brush. Click on the brush and your application will start. This is version 1.3, an update to version 1.2.4 on disk 474. Shareware, binary only. Author: Gary Knight

#### Lister

Program to display information about files in various types of archives, such as arc, cpio, lharc, tar, zip, and zoo. Version 1.0, includes source. Author: Kerry Cianos and Geoffrey Faivre-Malloy

#### Post

An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+. This is version 1.6, an update to version 1.5 on disk 468. Includes source in C. Author: Adrian Aylward

### Fish Disk #519

#### AVLSort

A text file sort program, based on a general purpose AVL package by Mark Mallett (included). Handles as many lines as will fit in memory. Includes source. Author: Robert Pyron, Mark Mallett

#### ChkFrag

A program that reports on the extent of file fragmentation in any specified directory tree. Binary only. Author: Timeus

#### FifoLib

FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 3.1, an update to version 2 on disk 448. Includes some source. Author: Matt Dillon

#### OakLisp

A straight port of the OAKLISP system to the Amiga. OAKLISP is a Scheme-like LISP with an object-oriented base. An R3RS Scheme environment is included in the package. Because of its size, the distribution is made on two disks, 519 and 520. Both disks are required. Source is included.

Author: Kevin Lang, Barak Pearlmutter, ported by Mike Meyer

#### Optimizer

A disk optimizer that works on floppy disks, hard disks, and ram disks. It is designed to provide safe optimization, moving only one block at a time. Version 1.0, freeware, binary only.

Author: Tim Stotelmeyer

### Fish Disk #520

#### IOBoard

Full plans for a public domain hardware project which adds two parallel ports and two serial ports to an Amiga 500, 1000, or 2000, for less than \$100, with the capability to upgrade to four ports of each type at any time. Includes serial and parallel drivers with source code. Version 2.10.

Author: Jeff Lavin, Dan Babcock, Paul Coward

#### OakLisp

Part two of Oaklisp. See listing of Disk #519 above.

### Fish Disk #521

#### A68k

A 68000 assembler originally written in Modula-2 in 1985 and converted to C by Charlie Gibb in 1987. Has been converted to accept metacomco-compatible assembler source code and to generate Amiga objects. This is version 2.71, an update to version 2.61 on disk 314. Include source. Author: Brian Anderson; C translation and Amiga work done by Charlie Gibb

#### BatchMaster

A program that makes creation of interactive command scripts a lot easier. It works as commands ASK, IF and SKIP together, only better. You can have up to four options to skip to, and select them with a mouse, as BatchMaster has an Intuition interface. This is version 1.27. Requires arp.library. Binary only.

Author: Janne Pelkonen

#### CheckPrt

A small program for checking the presence of a parallel printer from within a script file. Update of version on disk 479. Now also includes two small tools to test the state of some lines of the printer port, to make it easier to find the source of printer problems. Binary only. Author: Tom Kroener

#### K1

An editor program for the Kawai K1-II synthesizer. Includes a bankloader for single-patches and multi-patches, a single-patch editor, a multi-patch editor, and support for the effect-session and K1 controllers. Version 5.1, an update to version 4.8 on disk 481. Binary only. Author: Andreas Jung

#### LandScape

A simple CAD program to aid in designing garden layouts. First the plan is laid out, placing lawns, paths, plants, etc., and the program then draws a '3D' picture of what the garden might look like in real life, from any viewpoint. Version 1.0, binary only. Author: Steve Goddard

#### SynthSong

A song created using the freely-distributable program MED V.3.00. Although quite small (63k) on disk, this one expands in memory once loaded, lasting almost 65 minutes. Player program included. Author: Alex Van Starrex

#### T3E

Converts any text file to an executable. The resulting program will only have a minimum of bytes appended (94 bytes for hunk structure and display-program). The text file is not limited by the size. Freeware, with source in C. Author: Garry Glendown

### Fish Disk #522

#### MAK

The Mandelbrot Adventure Kit is a nicely done mandelbrot generator with full source code (about 18,000 lines of C code). Includes some sample images along with the parameters used to generate them, and lots of built-in help screens.

Author: Steven Dillon

### Fish Disk #523

#### BMake

A GNU Make subset. Includes pattern rules, conditionals, "include", function calls, etc. This is Version 1.4, with source. Author: Ben Eng

### Conquest

Lore of Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game, so be prepared to defend yourself and take what is yours! Version 1.5, an update to version 1.3 on disk 459. Binary only, shareware. Author: Michael Bryant

#### PSGraph

A graphing program with plot previews and encapsulated postscript output. Version 1.0, binary only.

Author: Rick Golembiewski

#### ScreenJaeger

A screen capture program that works by scanning through memory, allowing you to grab screens from programs that don't multitask, and save them as IFF files. Features include an Intuition interface, multiple bitplanes, support of all Amiga display modes and resolutions, CHIP and FAST memory, overscan, and both NTSC and PAL. This is version 1.0, includes full C source. Author: Syd L. Bolton

#### SerLib

A shared library providing easy access to any serial device. Allows both synchronous and asynchronous access to the port. With support code for Lattice, Manx and Oberon. Includes examples in both C and Oberon (with source) and docs in ASCII, DVI, and PostScript. Shareware. Author: Garry Glendown, Oberon-interface by Frank Schummertz

### Fish Disk #524

#### Kamin

Various interpreters from the book "Programming Languages, An Interpreter-Based Approach", by Samuel N. Kamin. This distribution includes lisp, apl, scheme, sasl, clu, prolog, and smalltalk interpreters, automatically translated from Pascal to C using p2c. Includes C and Pascal source.

Author: Samuel Kamin

#### Snap

A tool for clipping text or graphics from the screen, using the clipboard device. Snap finds out character coordinates automatically, handles different fonts, keymaps, accented characters, and more. Version 1.62, an update to version 1.4 on disk 326. Includes source. Author: Mikael Karlsson

#### TAPDemo

Tumble Axis Processor is a Sculpt utility with several functions, including automatically aligning a path's tumble axes so that an object following that path will always face the direction of travel, and production of an easy to read data list containing the location of each node and the orientation of each of its tumble axes. This is a fully functional version except that it will not function on paths with more than 15 nodes. Binary only. Author: Martin Koistinen

### Fish Disk #525

#### CrcLists

Complete CRC check files for disks 401-520 using the brik program. These were made directly from my master disks. Along with the crc lists from disk 401, these lists will allow you to check all of the disks in the library to make sure they are correct and complete. Author: Fred Fish

#### DumpHarpoon

Program that dumps the .DAT data files for the game HARPOON. Author: Mark Kyprianou

#### MinixDemo

Demo version of minix 1.5, an operating system very similar to UNIX. The full version of minix comes with source code for the kernel and most of the utilities. Binary only.

Author: Andrew Tanenbaum, et. al.

#### SIOD

A small scheme interpreter (Scheme In One Defun) which can be used for calculations or included as a command interpreter or extension/macro language in other applications. This is version 2.4. Includes source. Author: George Carrette



## Amiga User Group Phone Listings

## Amiga Help-Network

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Lester McClure - 803 5664. The names are not listed in any order or priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service- they are volunteers...

Rudy Kohut	-	Introduction to the Amiga - Prowrite	807 3911
John Elston	-	Amiga Basic (Advanced)	375 4142
Alan Garner	-	Amiga Basic, A/C Basic	879 2683
Mal Woods	-	C(Introductory), Professional Page	888 8129
Andrew Gelme	-	C (Advanced)-AZTEC	645 1744
Eric Salter	-	C (Advanced)-LATTICE, TeX	853 8857
Norm Christian	-	Amiga Art, Music	798 6552
Neil Rutledge	-	Music, Audio Sampling, MIDI	597 0928
Russ Lorback	-	Beginners Help Line	802 9333
George Wahr	-	Superbase, Bridgeboard	376 6180
Bill Jordan	-	Amiga BASIC, A/C & AMOS BASIC	417 3521
Lester McClure	-	Lucas/Frances-A1000 32 bit processor system	803 5664
Joe Santamaria	-	Graphic Arts - DPaint, Sculpt, etc	383 3509

The following is a list of AUG members who have volunteered to help in the area of article writing for the *Workbench* Journal and are topic-specific helpers. You can also help by adding your name to this list.

Nikolai Kingsley	-	CLI & Shell Utilities, Programming	772 8472
Jim Berry	-	Genneral Interest Articles	807 7321
Norm Christian	-	Art and Music Articles	798 6552
Rob Pemberton	-	Beginner Level Articles	571 4579
Ben Barrows	-	Humorous Articles	888 8608
Rod Paterson	-	Scientific Interest Articles	889 2793
Daryl Hutchins	-	Will Retype Articles (10 am-3 pm)	870 6284

## The Amiga Users Group Committee

When in real doubt, or you have an inquiry, ask a member of the Committee, obviously the most relevant one you can think of. If you want to see your name here you'll have to be nominated at the Annual General Meeting.

Co-ordinator	-	Eric Salter	853 8857
Ass. Coordinator	-	Neville Sleep	545 0633
Meeting Chair	-	Arnold Robbins	808 0555
Secretary	-	Chris Tremelling	527 2594
Treasurer	-	Mark Barnes	807 7036
Membership	-	Peter Barton	850 9250
Purchasing	-	Russell Porteous	585 0202
Book Library	-	Ross Johnson	824 7026
Disk Library	-	Mark Barnes	807 7036
Workbench	-	Ashley Schwall-Kearney	754 5445
Committee	-	David Siviour	376 0413
Committee	-	George Wahr	376 6180
Committee	-	Russell Porteous	585 0202
Committee	-	Warrick Chai	439 7057

**NWAUG Committee (PO Box 25, Coburg 3058)**

Co-ordinator	-	Kerrie Millar	484 5934
Ass. Coordinator	-	Tony Prowse	379 7960
Meeting Chair	-	George Wahr	376 6180
Treasurer/Mem	-	Paul Pritsis	350 3601
General	-	Hugh Leslie	489 1584
General	-	Greg Rowburg	484 3909
General	-	Simon Shead	383 4905
BBS SysOp	-	Gary Gajic (7pm - 9pm)	376 4378
PD Library	-	Alan Cheng	380 5588
Book Library	-	Darrel Butcher	439 6283

# PUBLIC DOMAIN SOFTWARE ORDER FORM

**Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria**

<b>Disk Numbers</b>									
<b>Dont forget to specify collection name i.e., FISH, AMIGAN, AMICUS etc.</b>									
<b>Disks supplied by the Amiga Users Group @ \$6 each</b>							<b>\$</b>		
<b>Disks supplied by member @ \$2 each</b>							<b>\$</b>		
<b>Club Use Only:</b>							<b>Total:</b>		<b>\$</b>
<b>Member's Name:</b>							<b>Membership #</b>		
<b>Address:</b>									
<b>Postcode:</b>									

## NEWSLETTER BACK ISSUE ORDER FORM

**Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria**

Issue Numbers										
<p align="center"><b>Be Patient, we may have to reprint some issues to fill your request.</b></p>										
Number of issues ordered @ \$2 each							<div style="text-align: right;">\$</div>			
Club Use Only							<div style="text-align: right;"><b>Total:</b> \$</div>			
Members Name:							Membership #			
Address:										
Postcode:										

## APPLICATION FOR MEMBERSHIP OF THE AMIGA USERS GROUP INC.

Membership Is \$25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 684E, Melbourne 3001

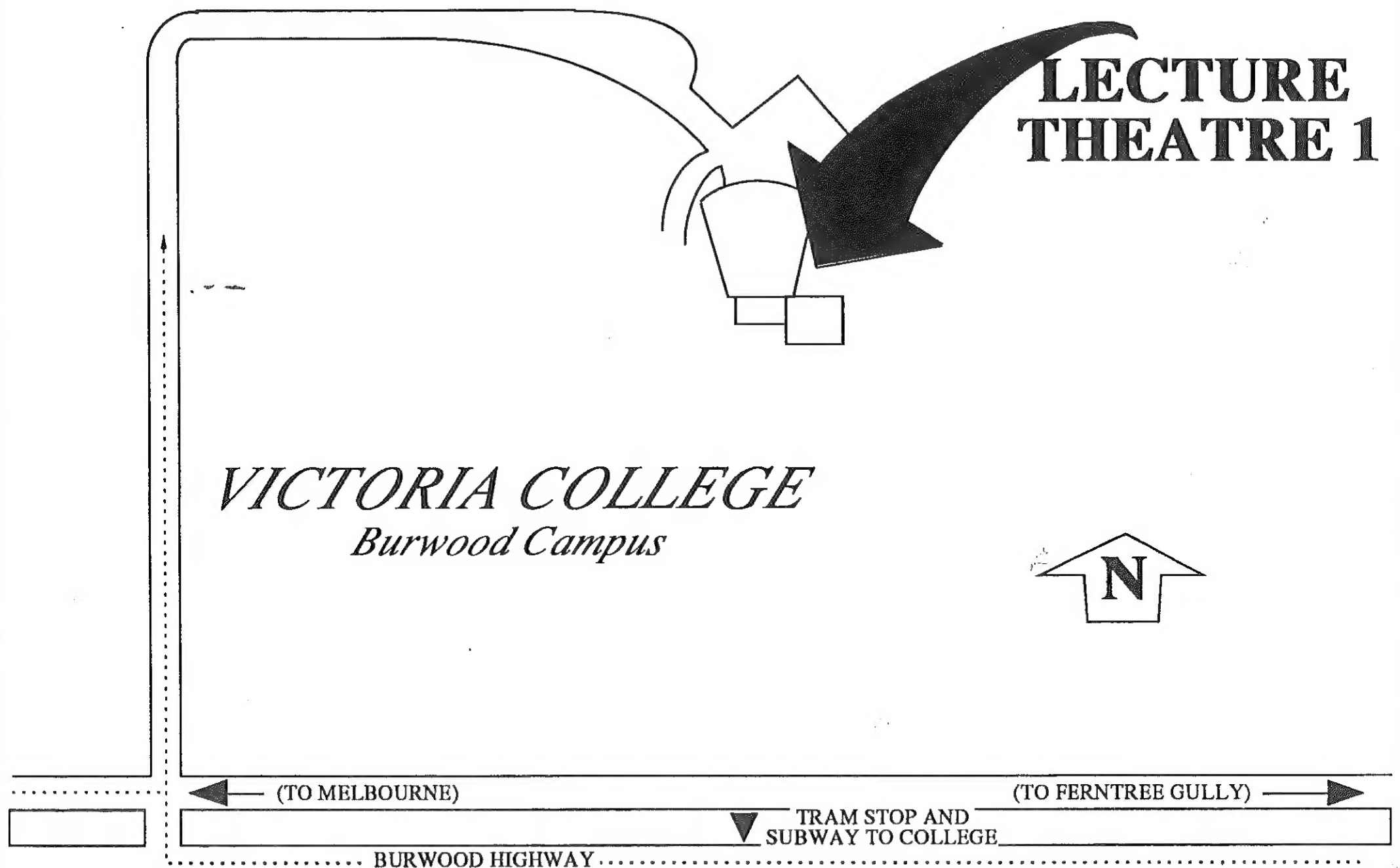
Surname: _____	Details on this side are optional
First Name: _____	Year of birth: _____ Which Model Amiga _____
Address: _____ _____ Postcode: _____	Occupation: _____
Phone Number _____ STD Code: _____	Interests: _____ _____ _____
Where did you hear about AUG: _____ _____ _____	Which group do you attend Mostly _____  i.e., Burwood , NWAUG etc., _____
Signed: _____ Date: _____	
If admitted as a member, I agree to abide by the rules of the Association for the time being in force	



# AUG meets on the third Sunday of each month

*Amiga Workbench*

September 1991



## Where is Victoria College, Burwood Campus?

**Melways Map 61 reference B5.**

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the city along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road you'll find Lecture Theatre 1. The meeting entrance fee is only \$1.00.